



THE 11TH ANNUAL  
IEEE CONSUMER COMMUNICATIONS &  
NETWORKING CONFERENCE  
January 10-13 • Las Vegas, Nevada USA

## IEEE Consumer Communications & Networking Conference (Co-located with the International Consumer Electronics Show January Jan. 10-13, 2014)

### ◆ CALL FOR RESEARCH PROGRAM PAPERS ◆

January 10-13, 2014  
Las Vegas, Nevada USA

#### Technical Program Chair

Christian Becker  
University of Mannheim, Germany

The IEEE Consumer Communications and Networking Conference, sponsored by the IEEE Communications Society, is a major annual international conference organized with the objective of bringing together researchers, developers, and practitioners from academia and industry working in all areas of consumer communications and networking.

CCNC 2014 will have separate research sessions and industry sessions. The research sessions will present the latest developments and technical solutions in the areas of home networking, consumer networking, mobile networking, social networking, enabling technologies (such as middleware), and novel applications and services. The industry sessions will be the forum for high quality presentations on innovative commercial software, systems, and services for all facets of information and communication technology, such as innovative multimedia systems, performance/behavior observed in the real world, cloud computing, crowdsourcing, social media, information integration and analytics. We also encourage submissions on design, usability, and performance of innovative applications and systems. The industry program discourages submissions that do not relate to commercial software/hardware or industrial-strength software/hardware/system intended for wide use. Papers in both sessions will be peer-reviewed for the inclusion in the event.

#### ***Mobile Device, Platform and Communication Track***

- Mobile platforms, applications and frameworks
- Software development platforms
- Mobile cloud computing
- Test bed design, implementation, results
- Mobile OS and middleware
- Information interaction technique for mobile
- Mobile user experience and usability
- Security, privacy, and trustworthiness
- Emerging mobile platform, e.g., robotic swarms, 60 GHz networking
- Novel applications
- Application market places
- Mobile machine-to-machine (M2M)
- Mobile context-awareness and sensing
- Wearable computing, technologies, challenges
- Social signal processing
- Marketing and mobile ads

#### Important Dates

Technical Papers Due: 30 August 2013  
Acceptance Notification: 4 October 2013  
Final Camera Ready Artwork: 1 November 2013

Please visit the website [www.ieee-ccnc.org](http://www.ieee-ccnc.org)  
for more information on Research Papers, Industry Papers, Tutorials,  
Special Sessions, Keynotes, Plenary Lectures, Panels,  
Demonstrations, Workshops and Paper Submission Guidelines.

